

SKETCHPAD

By Ian Thompson

This program allows you to use the computer as a sketchpad. Two versions of the sketchpad are available, the first being low resolution graphics using the characters above the T, I, D and J keys. The second version makes use of high resolution graphics to allow drawings of much finer detail.

In both programs you control the creation of the picture using the arrow keys.

Low resolution graphics

During the running of the program, use is made of the eight colour keys along the top of the keyboard to change colour during drawing. As well as the colour keys 1-8, the following keys are also available for use while drawing.

upper J graphics
upper D graphics

upper T graphics
upper I graphics
G — light green background
O — orange background
G and B — dark green background
O and B — red background
Z — rubout background
C — clear screen
R — re-run the program
P — copy to printer [GP-100]
H — move to high resolution

High resolution graphics

In this mode you have a choice of two background colours, green and buff.

These colours, and the foreground colours for drawing are selected from the eight colour keys along the top of the keyboard.

The following summarises the colours available.

GREEN BACKGROUND

1 — rubout
2 — yellow
3 — blue
4 — red

BUFF BACKGROUND

5 — rubout
6 — cyan
7 — magenta
8 — orange

The following keys are also used to control the program.

C — clear the screen
R — re-run the program
P — copy to printer [GP-100]
L — move to low resolution graphics

Due to limitations of the printer, the Print statements in lines 815, 900, 1000, 1085 and 1115 should be entered in inverse text.

The program occupies 6.2k of memory.

```
2 *****
5 * VZ-200 SKETCHPAD *
10 * 16K EXPANSION REQUIRED *
15 *****
20 * IAN A. THOMPSON *
25 * COLLAROY PLATEAU -- NSW *
30 *****
32
35 SOUND 25,6
95 GOTO 800 'TITLE GRAPHICS & INSTRUCTIONS
100 GOSUB 2000 'INITIALISES CURSOR CONTROL (ARROW) KEYS
130 PRINT@(32*Y+X), " ";
135 PRINT@(32*Y+X), CHR$(143); 'UPPER CASE J
```

PERSONAL COMPUTER GAMES

May/Jun 85
63-67
1 of 5.


```

155 IFC$="R" THEN RUN
175 IFC$="D" THEN 400
176 IFC$="T" THEN 500
178 IFC$="I" THEN 200
180 IFC$="Z" THEN 300
181 IFC$="1" THEN COLOR1:GOTO100
182 IFC$="2" THEN COLOR2:GOTO100
183 IFC$="3" THEN COLOR3:GOTO100
184 IFC$="4" THEN COLOR4:GOTO100
185 IFC$="5" THEN COLOR5:GOTO100
186 IFC$="6" THEN COLOR6:GOTO100
187 IFC$="7" THEN COLOR7:GOTO100
188 IFC$="8" THEN COLOR8:GOTO100
189 IFC$="G" THEN POKE30744,0:COLOR,0:GOTO100
190 IFC$="O" THEN POKE30744,0:COLOR,1:GOTO100
191 IFC$="B" THEN POKE30744,1:GOTO100
192 IFC$="H" THEN 1000
193 IFC$="C" THEN 960
194 IFC$="P" THEN COPY:GOTO100
195 GOTO 100
200 GOSUB 2000
230 PRINT@(32*Y+X), " ";
235 PRINT@(32*Y+X),CHR$(133); 'UPPER CASE I
255 IFC$="R" THEN RUN
275 IFC$="D" THEN 400
276 IFC$="T" THEN 500
278 IFC$="J" THEN 100
280 IFC$="Z" THEN 300
281 IFC$="1" THEN COLOR1:GOTO200
282 IFC$="2" THEN COLOR2:GOTO200
283 IFC$="3" THEN COLOR3:GOTO200
284 IFC$="4" THEN COLOR4:GOTO200
285 IFC$="5" THEN COLOR5:GOTO200
286 IFC$="6" THEN COLOR6:GOTO200
287 IFC$="7" THEN COLOR7:GOTO200
288 IFC$="8" THEN COLOR8:GOTO200
289 IFC$="G" THEN POKE30744,0:COLOR,0:GOTO200
290 IFC$="O" THEN POKE30744,0:COLOR,1:GOTO200
291 IFC$="B" THEN POKE30744,1:GOTO200
292 IFC$="H" THEN 1000
293 IFC$="C" THEN 960
294 IFC$="P" THEN COPY:GOTO200
295 GOTO 200
300 GOSUB 2000
330 PRINT@(32*Y+X), " ";
335 PRINT@(32*Y+X),CHR$(128); 'UPPER CASE Z
355 IFC$="R" THEN RUN
360 IFC$="C" THEN 960
370 IFC$="9" THEN 600
375 IFC$="J" THEN 100
380 IFC$="D" THEN 400
385 IFC$="I" THEN 500
387 IFC$="I" THEN 200
389 IFC$="G" THEN POKE30744,0:COLOR,0:GOTO300
390 IFC$="O" THEN POKE30744,0:COLOR,1:GOTO300
391 IFC$="B" THEN POKE30744,1:GOTO300
394 IFC$="P" THEN COPY:GOTO300
395 GOTO 300
400 GOSUB 2000

```



```

430 PRINT@(32*Y+X)," ";
435 PRINT@(32*Y+X),CHR$(132); 'UPPER CASE D
455 IFC$="R"THEN RUN
475 IFC$="I"THEN 200
476 IFC$="T"THEN 500
478 IFC$="J"THEN 100
480 IFC$="Z"THEN 300
481 IFC$="1"THEN COLOR1:GOTO400
482 IFC$="2"THEN COLOR2:GOTO400
483 IFC$="3"THEN COLOR3:GOTO400
484 IFC$="4"THEN COLOR4:GOTO400
485 IFC$="5"THEN COLOR5:GOTO400
486 IFC$="6"THEN COLOR6:GOTO400
487 IFC$="7"THEN COLOR7:GOTO400
488 IFC$="8"THEN COLOR8:GOTO400
489 IFC$="G"THEN POKE30744,0:COLOR,0:GOTO400
490 IFC$="O"THEN POKE30744,0:COLOR,1:GOTO400
491 IFC$="B"THEN POKE30744,1:GOTO400
492 IFC$="H"THEN 1000
493 IFC$="C"THEN 960
494 IFC$="P"THEN COPY:GOTO400
495 GOTO 400
500 GOSUB 2000
530 PRINT@(32*Y+X)," ";
535 PRINT@(32*Y+X),CHR$(140); 'UPPER CASE T
555 IFC$="R"THEN RUN
575 IFC$="I"THEN 200
576 IFC$="D"THEN 400
578 IFC$="J"THEN 100
580 IFC$="Z"THEN 300
581 IFC$="1"THEN COLOR1:GOTO500
582 IFC$="2"THEN COLOR2:GOTO500
583 IFC$="3"THEN COLOR3:GOTO500
584 IFC$="4"THEN COLOR4:GOTO500
585 IFC$="5"THEN COLOR5:GOTO500
586 IFC$="6"THEN COLOR6:GOTO500
587 IFC$="7"THEN COLOR7:GOTO500
588 IFC$="8"THEN COLOR8:GOTO500
589 IFC$="G"THEN POKE30744,0:COLOR,0:GOTO500
590 IFC$="O"THEN POKE30744,0:COLOR,1:GOTO500
591 IFC$="B"THEN POKE30744,1:GOTO500
592 IFC$="H"THEN 1000
593 IFC$="C"THEN 960
594 IFC$="P"THEN COPY:GOTO500
595 GOTO 500
600 REM***MODE 1 SKETCHER
605 CLS
610 MODE(1)
630 X=0
640 Y=0
650 C$=INKEY$
675 IFC$=","ANDX<127THENX=X+1
680 IFC$="M"ANDX>0THENX=X-1
685 IFC$="."ANDY>0THENY=Y-1
689 IFC$=" "ANDY<63THENY=Y+1
690 SET(X,Y)
691 IFC$="1"THEN COLOR1,0:GOTO650
692 IFC$="2"THEN COLOR2:GOTO650
693 IFC$="3"THEN COLOR3:GOTO650

```

PERSONAL COMPUTER GAME

may/Jun 85

63-67

3 of 5.


```

694 IFC$="4"THEN COLOR4:GOTO650
695 IFC$="5"THEN COLOR5,1:GOTO650
696 IFC$="6"THEN COLOR6:GOTO650
697 IFC$="7"THEN COLOR7:GOTO650
698 IFC$="8"THEN COLOR8:GOTO650
700 IFC$="L"THEN GOTO900
701 IFC$="R"THEN RUN
703 IFC$="C"THEN 600
704 IFC$="P"THEN COPY:GOTO650
705 GOTO 650
800 CLS:POKE30744,1:COLOR3,0
810 PRINT:PRINT
815 PRINT"          S K E T C H   P A D  "
825 FORN=1TO1000
826 NEXTN
830 A$="IAN THOMPSON, COLLARODY PLATEAU"
835 FORN=1TOLEN(A$)
840 PRINT@209,RIGHT$(A$,N);
845 NEXT
847 PRINT@450,"COPYRIGHT <C> FEBRUARY 1985"
849 FORN=1TO1500
850 NEXTN
855 CLS:PRINT"THIS PROGRAM ALLOWS YOU TO USE "
856 PRINT"THE COMPUTER AS A SKETCHPAD."
857 PRINT
858 PRINT"TWO VERSIONS OF THE SKETCHPAD "
860 PRINT"ARE AVAILABLE, THE FIRST BEING "
862 PRINT"LOW RESOLUTION GRAPHICS USING "
864 PRINT"THE CHARACTERS ABOVE THE T,I,D  AND J KEYS."
865 PRINT
866 PRINT"THE SECOND VERSION MAKES USE OF"
868 PRINT"HIGH RESOLUTION GRAPHICS TO "
870 PRINT"ALLOW DRAWINGS OF MUCH FINER DETAIL TO BE MADE.":PRINT
871 GOSUB2500
874 CLS:PRINT"IN BOTH PROGRAMS, YOU CONTROL "
875 PRINT"THE CREATION OF THE PICTURE "
876 PRINT"USING THE ARROW KEYS IN THE"
878 PRINT"LOWER RIGHT HAND CORNER OF THE "
880 PRINT"KEYBOARD."
885 PRINT@227,"INPUT CHOICE"
886 PRINT@291,"A - LOW RESOLUTION"
888 PRINT@355,"B - HIGH RESOLUTION"
889 PRINT@241,"";
890 PRINT@241,"":INPUTA$
892 IFA$="A"THEN GOTO 900
894 IFA$="B"THEN GOTO 1000
896 GOTO890
900 CLS:PRINT"  LOW RESOLUTION GRAPHICS "
902 PRINT:PRINT"DURING THE RUNNING OF THE "
904 PRINT"PROGRAM USE IS MADE OF THE EIGHTCOLOUR KEYS ALONG";
906 PRINT" THE TOP OF  THE KEYBOARD TO";
908 PRINT" CHANGE COLOURSDURING DRAWING."
910 PRINT:PRINT"AS WELL AS THE COLOUR KEYS 1-8."
912 PRINT"THE FOLLOWING KEYS ARE ALSO"
914 PRINT"AVAILABLE FOR USE DURING THE DRAWING."
916 GOSUB2500
917 CLS:PRINT:PRINT"IT IS SUGGESTED THAT YOU MAKE"
918 PRINT"A NOTE ON A PIECE OF PAPER OF"
919 PRINT"THE FOLLOWING KEYS TO BE USED  DURING DRAWING."

```

66

PERSONAL COMPUTER GAMES

May/June 85

63-67

4 of 5.


```

920 GOSUB2500
921 CLS:PRINT@132,"J - ";CHR$(143);" GRAPHICS"
922 PRINT@196,"D - ";CHR$(132);" GRAPHICS"
924 PRINT@260,"I - ";CHR$(140);" GRAPHICS"
925 PRINT@324,"I - ";CHR$(133);" GRAPHICS"
926 GOSUB 2500
927 CLS:PRINT@132,"G -- GREEN BACKGROUND"
928 PRINT@164,"O -- ORANGE BACKGROUND"
929 PRINT@196,"G+B DARK GREEN BACKGROUND"
930 PRINT@228,"O+B RED BACKGROUND"
931 PRINT@260,"Z -- RUBOUT BACKGROUND"
932 PRINT@292,"C -- CLEAR THE SCREEN"
933 PRINT@324,"P -- COPY TO PRINTER [GP-100]"
934 PRINT@356,"R -- RE-RUN THE PROGRAM"
936 PRINT@388,"H -- MOVE TO HIGH RESOLUTION"
950 IF INKEY$="" THEN 950
955 IF INKEY$="" THEN 950
960 Y=0
965 X=0
970 CLS:GOTO100
1000 CLS:PRINT"      HIGH RESOLUTION GRAPHICS "
1010 PRINT:PRINT"IN THIS MODE YOU HAVE A CHOICE"
1020 PRINT"OF TWO BACKGROUND COLOURS, GREENAND BUFF.":PRINT
1030 PRINT"THESE COLOURS,AND THE FOREGROUND COLOURS FOR DRAWING";
1040 PRINT",ARE SELECTEDFROM THE EIGHT COLOUR KEYS ALONG";
1050 PRINT"THE TOP OF THE KEYBOARD."
1060 PRINT:PRINT"THE FOLLOWING SUMMARISES THE"
1070 PRINT"COLOURS AVAILABLE."
1075 GOSUB2500
1085 CLS:PRINT:PRINT" GREEN BACKGROUND":PRINT
1090 PRINT" 1 - RUBOUT"
1095 PRINT" 2 - YELLOW"
1100 PRINT" 3 - BLUE"
1105 PRINT" 4 - RED"
1110 PRINT
1115 PRINT" BUFF BACKGROUND":PRINT
1120 PRINT" 5 - RUBOUT"
1125 PRINT" 6 - CYAN"
1130 PRINT" 7 - MAGENTA"
1135 PRINT" 8 - ORANGE"
1140 GOSUB2500
1150 CLS:PRINT"THE FOLLOWING KEYS ARE ALSO USED TO CONTROL THE";
1160 PRINT" PROGRAM. "
1165 PRINT@131,"C -- CLEAR THE SCREEN"
1170 PRINT@195,"P -- COPY TO PRINTER [GP-100]"
1175 PRINT@259,"R -- RE-RUN THE PROGRAM"
1180 PRINT@323,"L -- MOVE TO LOW RESOLUTION      GRAPHICS"
1185 PRINT@480,"PRESS <SPACE> TO START DRAWING";
1190 IF INKEY$<>" " THEN 1185
1195 IF INKEY$="" THEN 1195
1200 GOTO 600
2000 C$=INKEY$
2005 IFC$=","ANDX<30 THEN X=X+1
2010 IFC$="M"ANDX>0 THEN X=X-1
2020 IFC$=","ANDY>0 THEN Y=Y-1
2030 IFC$=" "ANDY<15 THEN Y=Y+1
2040 RETURN
2500 PRINT@485,"PRESS <C> TO CONTINUE"; 2540 RETURN
2510 IF INKEY$<>"C" THEN 2500
2520 IF INKEY$="C" THEN 2520
2530 IF INKEY$="C" THEN 2520

```